

Barbarossa Dawn No. 1 (Solo) – German Breakthrough

Situation: (22 June 1941) Unprepared, partially demobilized and reeling from political purges of their most experienced officers, the Soviets are not ready for the coming invasion.

Mission: As commander of Task Force Wolf your mission is to break through the Soviet line, secure the road junctions in your sector and seize the local Soviet HQ NLT D-Hour +16. It's essential that the junctions are secured for the follow-on breakout forces to ensure our ability to encircle the Soviets and continue forward.

Player Command: German **Round 1 Initiative:** German **German CAP Allocation:** 8 **Beginning Victory Points:** +4 Soviet

Action Cards: All Action (except 20 & 40) & All Bonus. Germans start w\ Action Cards: 7,8,30,41 & Draw 1 Each Round.

Order Cards: 06-43 **Weapons Cards:** German Division Artillery & Grenades (may be used once per round for entire game).

Special Rules:

- **AI foot units in defensive positions** (e.g. Trenches, etc.) or **buildings cannot move** (may pivot) unless forced by enemy action.
- If **Vehicle Counter** drawn for **Rumored Enemy** in a **Trench, Bunker or Building**, then place in **adjacent hex, in cover** closest to German unit.
- **German Rifles and LMG units may travel together** in Truck or Halftrack.
- **German pre-First Round artillery strike** does **NOT** require a **drift check**.
- **Advanced/Optional** – Units may **Overrun** a position: **Move into CC AND Attack** in **1 turn** for **2 CAP** (**Ambush:** from hidden or flank **1 CAP**)
- **Advanced/Optional** – **All REs** considered **hidden** and all movement considered **hidden movement** until revealed (see **Hidden Units** rules)

Counteractions:

AI Closest to Unit: **Attack**



AI in **Open**, Closest to Unit:
Move Towards Cover

Mission Orders:

AI **Adjacent** to Soviet Control Marker in
Cover: **Create Hasty Defense**



AI **NOT** in **Defense Position** (e.g. Bunker),
Closest to Soviet Control Marker (CM):
**Move Towards Cover Hex Adjacent to
Closest Soviet Control Marker**

Victory Points:

Soviets:

+1 for Each Destroyed German Unit

Germans:

+1 for Each Destroyed Soviet Unit

+1 for Control Marker 1-G08

+2 for Control Marker 1-B13

+3 for Control Marker 2-J10

+4 for Control Marker 2-F11

Notes

Mission Design: Michael Olsen

Requirements: CoH AtB 2nd Ed., Solo
Expansion Pack, Monster Tanks Expansion
Pack (Krag unit only)

Rules: Compatible with CoH AtB 2nd or 3rd
Ed. rules



Mission Track

1 Mission Start

**German Artillery
Strike** on any Hex
in addition to pre-
plan for next
round.
Germans +2 CAP

2

Germans +2 CAP

3

Germans +2 CAP

4 Swift Action

AI performs 2
actions in a row
(2 cards), +1 CAP
for each action.
**Player turn AFTER
second action.**

5

6

Dig In

All AI or RE NOT in
Defensive Position
Roll 1D6:
1-3 = Hasty Defense
4-6 = Nothing
NO Spent Check

7

8 Sniper!

German CAP Loss
Roll 1D6:
1-2 = 0 CAP
3-4 = -1 CAP
5-6 = -2 CAP
**Current Round
Only**

9

10

11

**Reinforcements
AI T-35 Enters
at Hex 2-A10**

12

13

14

15

16 Mission End

Mission ends
when:
AI Passes
-OR-
All AI Units Spent

NOTE: Mission ends immediately if all control markers are under German control.

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German Player Forces: Task Force Wolf

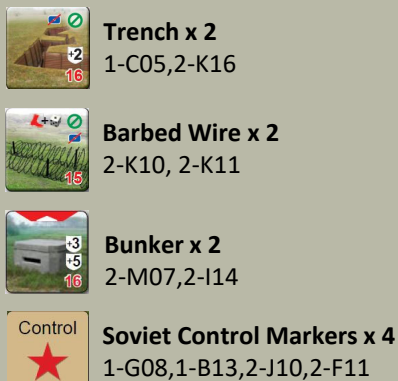


Soviet AI Forces: Frontier Guards



Game Setup

Maps: 01 & 02 (As Shown)

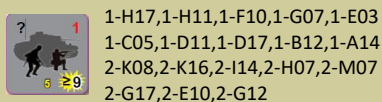


Task Force Wolf

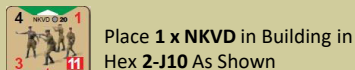
German Entry: Task Force Wolf enters Sector (Map 1) anywhere along Phase Line Lima (Row L).



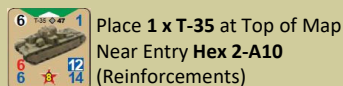
Frontier Guards



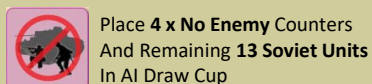
X 17



X 1



X 1



X 4



German Entry Row

Awakening the Bear Map 1 Copyright 2013 Academy Games